

Figure 4

INITIALIZE
DISPLAY MODES,
WINDOW
CALLBACK functions



RESHAPE FUNCTION
CREATE/ADJUST
VIEW PORT
CREATE STENCIL



MAIN PROGRAM LOOP
PROCESS EVENTS
UPDATE SCENE



RENDERING FUNCTION
• MOVE CAMERA TO LEFT
• RENDER STENCIL ON
• MOVE CAMERA TO RIGHT
• RENDER STENCIL ON

Figure 5

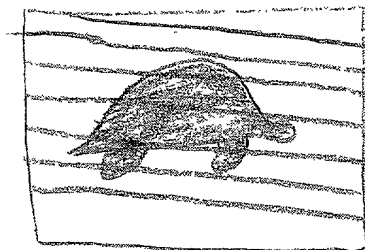


Figure 5

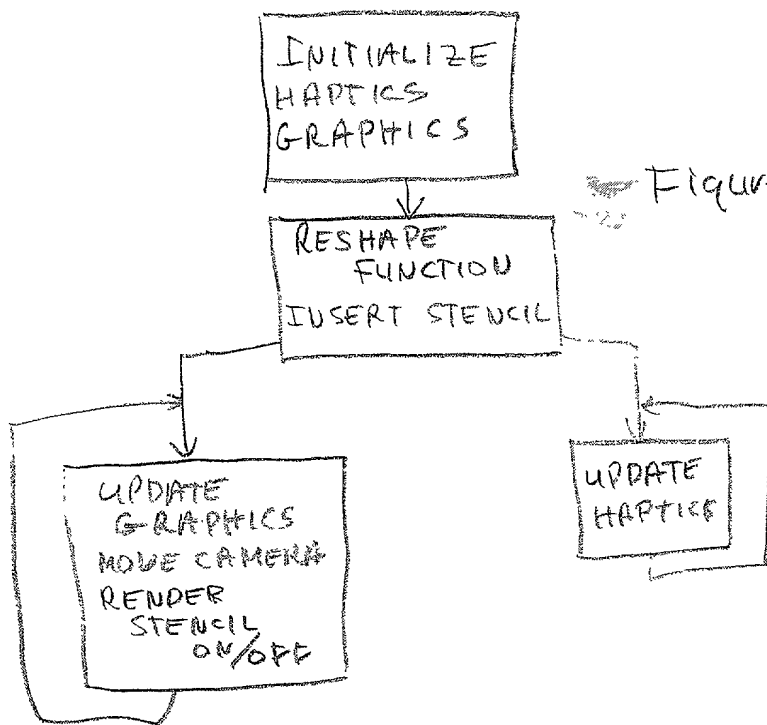


Figure 1